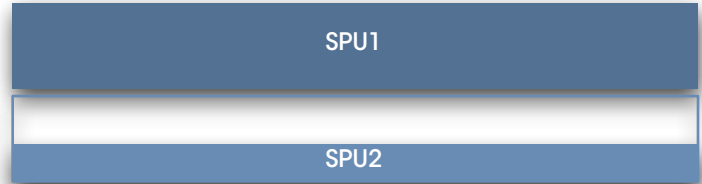


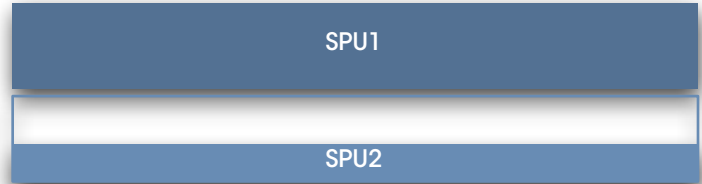
1. Initial tile size is the same



2. SPU1 gets out of work and asks for workload from SPU2



3. SPU1 and SPU2 calculate the new workload and SPU2 exchanges an specific amount to SPU1.



3. SPU1 receives the new workload and adjusts the tile boundaries.

